

WATCHER





WATCHER

An Aasimar lies dead on the field of battle, a sword driven through her chest and the black plate mail she wears. Hours after the battlefield has been cleared and the living have moved further up the coast to continue their war, the Aasimar woman takes a deep and sudden breath, and pulls the blade out of her chest.

This woman is a Watcher, someone who has been cursed by the gods of death and the afterlife to never die. Watchers are the link between the mortal realm and astral plane, helping to guide lost souls and vanquish the restless and vengeful spirits. Watchers sacrifice parts of their very being for the good of their world, doing their duty thanklessly.

THE NEEDS OF THE MANY...

These warriors have chosen to abandon their previous lives as farmers, innkeepers, guards, etc. in order to protect those that cannot protect themselves. Having been cursed, or blessed depending on your world view, by the gods of death and the afterlife, Watchers have already paid the ultimate price, their life. Now they pay the same price on a regular basis, giving their lives to vanquish the vengeful.

THE CYCLE OF LIFE, AGAIN, AND AGAIN...

Having lived numerous lifetimes, several Watchers have a disdain toward life and the benevolence of guiding lost souls to the Astral Plane. These Watchers swear off their original duty, and instead elect to syphon the power of the great beyond for themselves, becoming terrifying harbingers of damnation.

Level	Proficiency Bonus	Soul Splinter Damage Die	Revives	Features
1st	+2	-	-	Watcher's Sight, Watcher's Curse
2nd	+2	1d4	-	Fighting Style, Soul Splinter (1d4)
3rd	+2	1d4	1	Astral Calling
4th	+2	1d4	1	Ability Score Improvement
5th	+3	1d6	1	Extra Attack
6th	+3	1d6	1	Calling feature
7th	+3	1d6	1	
8th	+3	1d6	1	Ability Score Improvement, Healing Essence
9th	+4	1d8	2	
10th	+4	1d8	2	Calling feature
11th	+4	1d8	2	Ward of Souls
12th	+4	1d8	2	Ability Score Improvement
13th	+5	1d10	2	Extra Attack (2)
14th	+5	1d10	2	Calling feature
15th	+5	1d10	3	Foresight
16th	+5	1d10	3	Ability Score Improvement
17th	+6	1d12	3	
18th	+6	1d12	3	Improved Foresight
19th	+6	1d12	3	Ability Score Improvement
20th	+6	1d12	3	Calling Feature

CREATING A WATCHER

As you create a watcher, ask yourself why a god or demigod of death or the afterlife would give your character undeath. Do they have a benevolent nature? Are they vengeful towards the undead? Do they have a drive to do the right thing? Are they trying to preserve the knowledge of the dead?

Watchers are tormented people, in some cases having lived numerous lifetimes because of their curse. Particularly tortured watchers have a fear of attachment, but value the strength to be found in groups.

QUICK BUILD

You can make a Watcher quickly by following these suggestions. First, make Strength your highest ability score, followed by Wisdom. Second, choose the Outlander or Hermit background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Watcher level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (6) + your Constitution modifier per Watcher level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Strength

Skills: Choose two from Athletics, Insight, Intimidation, Perception, Religion, and Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Hide or (b) Chain mail
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack



WATCHER'S SIGHT

You have the fantastic ability to see into the Ethereal Plane and to interact with lost souls in order to guide them to where they belong. Once per long rest, you may use an action to mentally reach out into the Ethereal Plane, concentrating for up to one minute. While this ability is active, you are able to perceive the presence of any creature in the Ethereal plane within 15 feet of you. When you finish using this feature, you gain one level of exhaustion.

The duration of this ability increases to two minutes at 3rd level, three minutes at 5th level, four minutes at 9th level, five minutes at 14th level, and ten minutes at 19th level. Also starting at 9th level, you gain the ability to see in magical darkness, and at 14th level you can automatically detect visual illusions within range of the ability.

THE WATCHER'S CURSE

Alongside such a tremendous gift, comes a horrific curse. Watchers have been granted undeath by the god of death. Should you be killed, your soul is fragmented and it must try to coalesce once more.

After 2d4 hours have passed, your soul will find its way back to your body, and you will awaken from the dead. Your exhaustion level is increased by two. If this would bring you to six or more levels of exhaustion, your soul is unable to coalesce and is lost to the Astral Plane, and you die. If you have lost any limbs, they will not grow back. If your body is lacking body parts or organs integral for your survival - your head for instance - you die.

Starting at 3rd level, you may fragment their soul to bring yourself back from the brink of death. If you are knocked unconscious, you may use the Watcher's Curse to stabilize yourself and heal one hit die. Using the Watcher's Curse consumes one revival from your pool found in the Watcher table. Your exhaustion level is increased by one. If this would bring you to six or more levels of exhaustion, your soul is unable to coalesce and is lost to the Astral Plane, and you die.

Once you have revived yourself a number of times shown in the revivals column of the Watcher table, you must finish a long rest before you can revive again.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SOUL SPLINTER

Starting at 2nd level, you gain the ability to splinter a piece of your soul in order to empower your attacks for up to one minute. Choose one elemental damage to permanently be your core essence.

As a bonus action, you may imbue a single weapon of your choice with your very essence, temporarily reducing your hit point maximum equal to double your character level. These lost maximum hit points are returned once the splinter withers away, and cannot be restored otherwise.

Until the splinter withers, your imbued weapon flares with your core essence. Attacks from the weapon deal an additional 1d4 damage, and all attacks are considered magical. The damage die for your Soul Splinter ability increases as you gain Watcher levels, according to the Soul Splinter damage column in the Watcher table. Should your weapon leave your grip, the splinter withers immediately. An active splinter on a weapon thrown withers directly after the attack is complete.

Your damage die is increased to a d6 at 5th level, a d8 at 9th level, a d10 at 13th level, and finally a d12 at 17th level.

Soul Splinter can be used on multiple weapons at a time with each subsequent weapon costing additional hit point loss. If used on a weapon that has already been the target of Soul Splinter, the old ability withers away as the new one takes effect.

When a soul splinter withers, your hit point maximum is restored, but the lost hit points are not. A

soul splinter can be allowed to wither at any time with no action cost.

Elemental Damage types

Choose one of the following:

Necrotic: Your splinter damage is *Necrotic* type.

Lightning: Your splinter damage is *Lightning* type.

Fire: Your splinter damage is *Fire* type.

Cold: Your splinter damage is *Cold* type.

Radiant: Your splinter damage is *Radiant* type.

ASTRAL CALLING

At 3rd level, you choose a calling that shapes the very essence of your soul. You may become the Harbinger of Death, the Herald of Mercy, or the Scribe of the Afterlife, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, 14, and 20th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn. You gain an additional third attack when you reach 13th level in this class.

HEALING ESSENCE

Beginning at 8th level, you gain the ability to use a splinter of your own essence in order to heal the soul of another creature. You are able to cast the *revivify spell* without using a spell slot or material components. This revival expends one of your revivals from your pool.

WARD OF SOULS

Starting at 11th level, you and any allies within 10 feet of you gain advantage on Wisdom checks, and are resistant to the damage type of your core essence.

You now also have the ability to fragment a portion of your soul to influence others' weapons. As an action, you may imbue a single creature's weapon within five feet of you with your *Soul Splinter* ability. This new splinter withers away if the creature moves more than 60 feet away from you, they drop their weapon, or you are knocked unconscious.

FORESIGHT

Beginning at 15th level, you have the ability to fragment a portion of your soul to influence others greatly. As a reaction, you may grant advantage or disadvantage to any creature you can see within 60 feet of you. As a result, you temporarily lose maximum hit points.

Roll your soul splinter die, found in the soul splinter die column above, and add your Wisdom modifier to it. Remove the total of this roll from your maximum hit points. You lose these hit points until your next long rest, and they cannot be regained otherwise.

Furthermore, you can no longer be caught off guard by any ethereal being. So long as you are not unconscious, an ethereal being cannot make an attack roll with advantage against you.

IMPROVED FORESIGHT

Beginning at 18th level, in addition to the previous benefits from the Foresight ability, you gain blindsight within 60 feet allowing you to perceive the presence of ethereal beings and invisible creatures.



ASTRAL CALLING

HARBINGER OF DEATH

You are ruthless and all-consuming, absorbing the lost souls around you to empower yourself. Your presence is an ill omen amongst those that worship the gods of life, sparking terror in the god-fearing.

DEATH'S FAVOR

Beginning at 3rd level, you bolster your abilities by consuming the souls of enemies you slay. Whenever you kill an enemy with a melee weapon attack you regain 1d4 + your Wisdom modifier hit points and can immediately make an additional melee weapon attack against an enemy within your reach.

Starting at 7th level you regain 2d4 hit points, 2d6 at 13th level, and 2d10 18th level.

ZEALOUS STRIKE

Beginning at 6th level, when you make the first attack on your turn, you can decide to attack zealously. Doing so gives you advantage on melee weapon attack rolls during this turn, but attack rolls against you have advantage until your next turn.

VISAGE OF DEATH

Starting at 10th level, you can use the souls you have absorbed to create a terrifying visage. As an action, a target you can see within 30 feet of you must succeed on a Wisdom saving throw or become frightened of you for 1 minute, or until it takes any damage.

On a failed save, attack rolls against the frightened creature have advantage, the creature is considered frightened and has disadvantage on attacks made against any creature that is not you, and it cannot take reactions.

Once you have used Visage of Death, you must finish a short rest to do it again.

EMPOWERED SPLINTER

Starting at 14th level, you now roll an additional die for your **Soul Splinter** damage.

IRE OF DEATH'S HERALD

Starting at 20th level, you break the souls of the damned to obey your will. For 1 hour, you gain the following benefits.

- You have resistance to bludgeoning, piercing, and slashing damage.
- Wings sprout from your back and grant you a flying speed of 60 feet.
- Your weapon attacks score a critical hit on a roll of 18-20

Once you use this feature, you can't use it again until you finish a long rest.

HERALD OF MERCY

You are kind and merciful to lost souls and other ethereal beings, offering to lead them to the Astral Plane so that they may finally rest.

OVERWHELM

Beginning at 3rd level, the first creature you hit with an attack on your turn becomes the target of the souls you guide. The creature must succeed a Wisdom saving throw. On a failed save, the target cannot focus, and has disadvantage on attack rolls and saving throws until the start of your next turn. Furthermore, if the target is able to successfully hit an allied creature you can see, they have resistance to the damage dealt to them.

In addition to commanding the souls around you, you may ask for their guidance in any task necessary twice per day. When you do so, you cast the *augury* or *clairvoyance* spells without using a spell slot or material components.

SOUL SUPPORT

Beginning at 6th level, while in combat if a creature within 30 feet of you takes damage, as a reaction you are able to command the souls to protect the creature to reduce the damage done by 3d6. You are able to reduce the damage at higher levels even further. The die count increases to 4d6 at level 11, 5d6 at level 16, and 6d6 at level 20.

SYMPATHY OF THE FORLORN

Starting at 10th level, the souls that follow you can impede death. As a reaction when you or a creature you can see within 30 feet of you suffers a critical hit, you can turn that hit into a normal hit. Any effects triggered by a critical hit are canceled.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

EMPOWERED SOUL SUPPORT

Starting at 14th level, the range of your Soul Support ability is increased to 60 feet, and whenever you use the ability to reduce the total damage of an attack, the attacker takes an amount of force damage equal to the damage reduced.

RESOLVE OF THE MERCIFUL

Starting at 20th level, the souls you have guided to the astral plane gift you a shard of their essence.

Whenever you use your healing essence ability to revive another creature you no longer expend one of your own revivals.

Furthermore, you gain the ability to cast the *Mass Cure Wounds* spell at 6th level without using a spell slot or material components once per long rest and you are able to target up to ten creatures instead of six.

SCRIBE OF THE AFTERLIFE

You are ever-curious about the world and the way it works, inquiring about the experiences and knowledge of the forlorn souls you help to guide to the afterlife.

SPELLCASTING

When you reach 3rd level, you gain the ability to focus the energy of your soul to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

Cantrips. You learn three cantrips: Spare the Dying and two other cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Scribe of the Afterlife Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st level spell charm person and have a 1st level and a 2nd level spell slot available, you can cast charm person using either slot.

Spells Known of 1st Level and Higher. You know three 1st level cleric spells of your choice, two of which you must choose from the evocation and necromancy spells on the cleric spell list. The Spells Known column of the Scribe of the Afterlife Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an evocation or necromancy spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. The spells

you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or necromancy spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your spells, since you use a part of yourself to cast them. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC ~ 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier ~ your proficiency bonus + your Wisdom modifier

SCRIBE OF THE AFTERLIFE SPELLCASTING

Watcher Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			1st	2nd	3rd	4th
3rd	2	3	2	-	-	-
4th	2	3	3	-	-	-
5th	2	3	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

INFUSED CASTING

Starting at 6rd level, you have learned how to use your essence to empower your spells. When you cast a spell, you may use your bonus action to empower yourself with your soul splinter, adding your soul splinter damage to any spell attack.

CALCULATED ATTACK

Beginning at 10th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

EMPOWERED CASTING

Starting at 14th level, you can reroll any spell attack damage dice and you must use these new rolls. You also roll an additional soul splinter damage die on any attack spell.

Once you have used this feature a number of times equal to your Wisdom modifier (minimum of one), you can't use it again until you finish a long rest.

CHORUS OF THE FALLEN

When you reach 20th level, the souls you have helped pass to the afterlife come to your aid, yelling out for you. As a bonus action you are able to channel the energy of your soul to resist spells, granting advantage on saving throws against spell effects and resistance to damage from magical sources to yourself and allies within 60 feet of you for 2d6 turns. You can use this ability once per short rest.

Additionally, as a bonus action you are able to use splinters of your soul to cast an additional spell of

3rd level or lower even if you have already cast one as an action this turn.

When you cast a spell using this ability, roll your soul splinter die, found in the soul splinter die column above, and add your Wisdom modifier to it. Remove the total of this roll from your maximum hit points. You lose these hit points until your next long rest, and they cannot be regained otherwise.

WATCHER MULTICLASSING

Should you wish to multiclass into a Watcher, the prerequisites and proficiencies gained are listed below.

Watcher Multiclassing Prerequisites

Ability Score Minimum

Strength 13 or Wisdom 13

Watcher Multiclassing Proficiencies

Proficiencies Gained

Light armor, medium armor, shields, simple weapons, martial weapons.

Watcher Multiclassing with Cleric

If multiclassing Scribe of the Afterlife with Cleric levels, add a third of your Watcher levels (rounded down) to your Cleric level and consult the Cleric progression table (pg. 57 of the PHB) for total Spell Slots and Spell Slot Level. To decide your spell casting ability for your cleric spells, choose that of the class with the higher level (choose between the two if levels are equal)

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